

INSTALLATION &



126-10 -200 - M

ELECTRONICS, INC.

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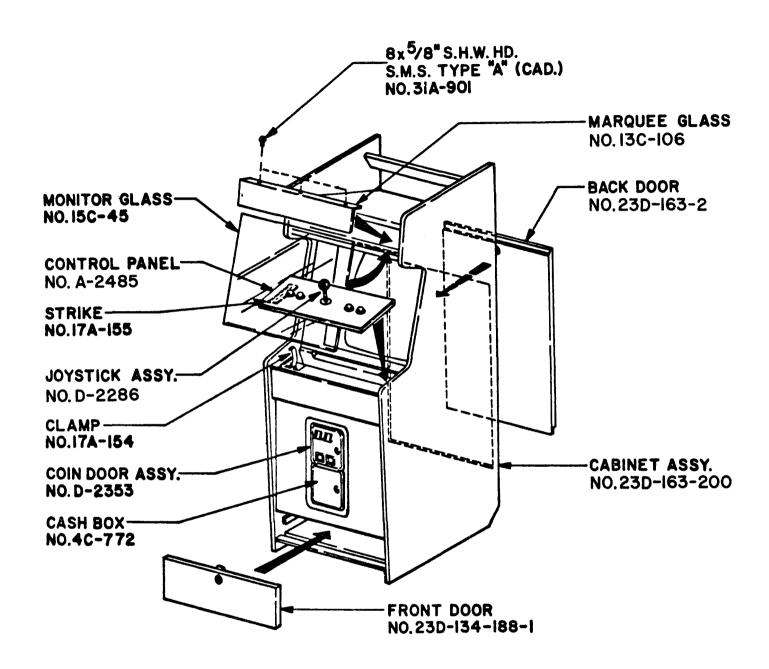
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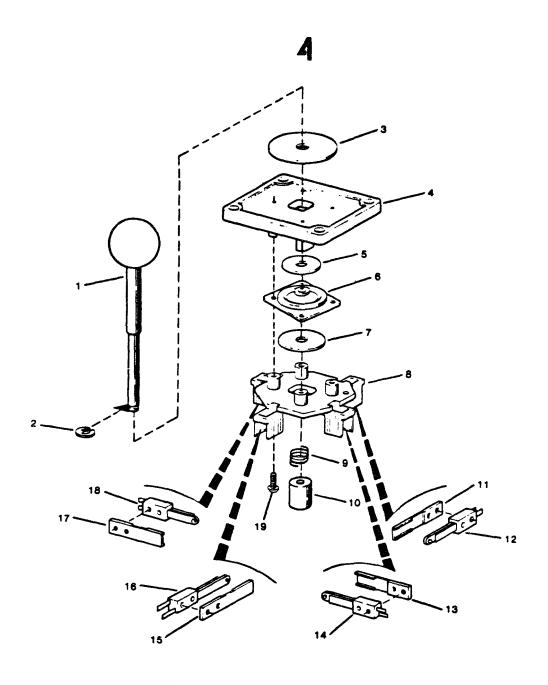
- . The objective of the game is to manuever the Bagman thru the various mine shafts picking up the various money bags and placing the money bags in the wheelbarrow which is at the surface of the mine.
- The money bag bonus is time operated. When a money bag is picked up and placed in the wheelbarrow, whatever bonus is showing at that time is awarded. The bonus then reverts back to its original money bag value and decrements with time. If no money bags are put in the wheelbarrow and the bonus has decremented to zero, the player(s) forfeits a life.
- . While climbing thru the mine shafts, the Bagman must avoid the pursuing guards, the moving ore carts and the descending elevator.
- . The guards may be temporarily stunned by striking them with a pickaxe or by dropping a money bag on them when they are on the same ladder as the Bagman.
- . The Bagman may move horizontally at the surface, in the shafts and via the ore cart from rack to rack with or without the wheelbarrow.
- . The Bagman is moved horizontally and vertically by the 4-way joystick. The joystick is also used to jump out of the ore cart.
- . The Action Button is used to make the Bagman perform the following tasks:
 - 1. Pick up and drop the money bags.
 - 2. Pick up and drop the pickaxe.
 - 3. Grab and release the ceiling beam to avoid the ore cart.
 This can be done while carrying a money bag.

 NOTE: The Bagman when releasing from the ceiling beam may drop down to the mine shaft or into the ore cart. This can be done while carrying a money bag.
 - 4. Placing a money bag in the wheelbarrow.
 - 5. Pick up and drop the wheelbarrow.
- Scoring: Points are scored for each horizontal step the Bagman takes, for each money bag placed in the wheelbarrow, and for each guard stunned.

GAMES HAVE BEEN FACTORY SET WITH THE DIP SWITCHES IN THE ASTERISK POSITION AS SHOWN ON THE CHART BELOW.

DIP SWI	TCH SE	TTINGS	· · · · · · · · · · · · · · · · · · ·						· · · · · · · · · · · · · · · · · · ·		
FUNCTION			SWITCH NUMBER								
			1	2	3	4	5	6	7	8	
LIVES		2	OFF	OFF							
		3	ON	OFF							*
		4	OFF	ON							
		5	ON	ON							
COINS	PER	1			OFF						*
		2			ON						
DIFFICU: LEVEL	EASY	1				OFF	OFF				
	LTY	2				ON	OFF				*
		3				OFF	ON				
	HARD	4				ON	ON				
LANGUAG		GLISH						OFF			*
	F	RENCH						ON			
BONUS	30,00	0 PTS.							ON OFF		*
AMOUNT FREEZE FRAME	40,000 PTS. NORMAL								OFF	OFF	*
MODE	FREEZE									ON	

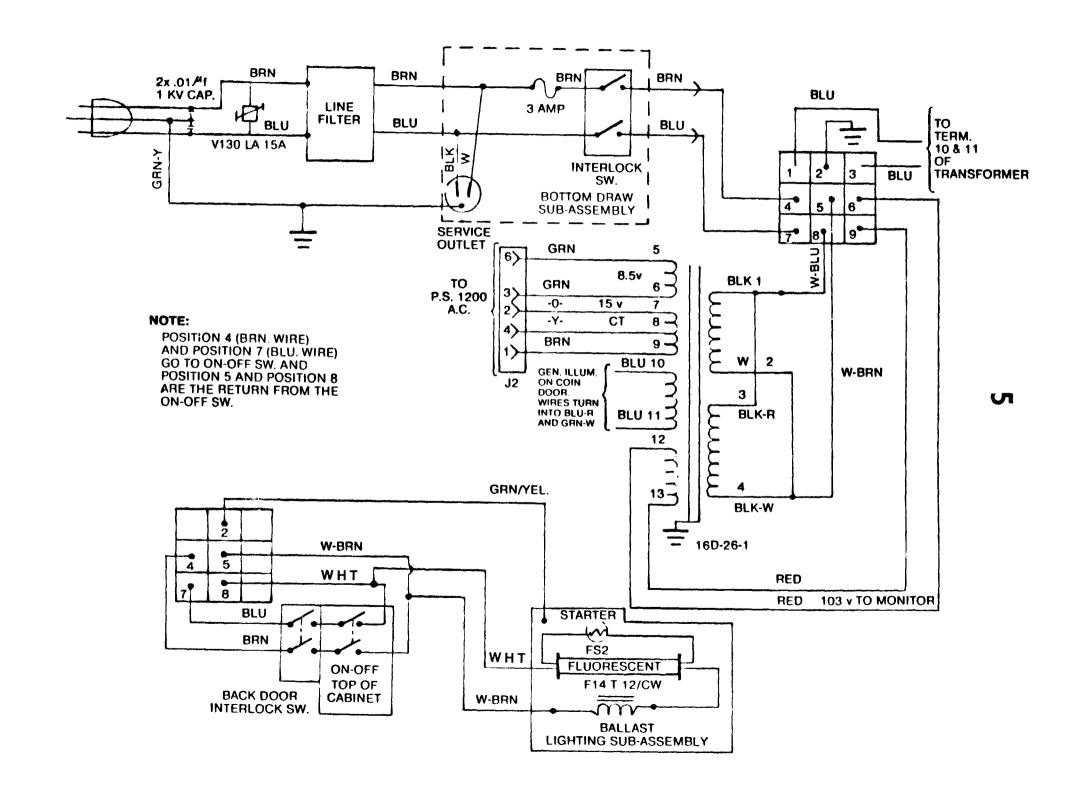


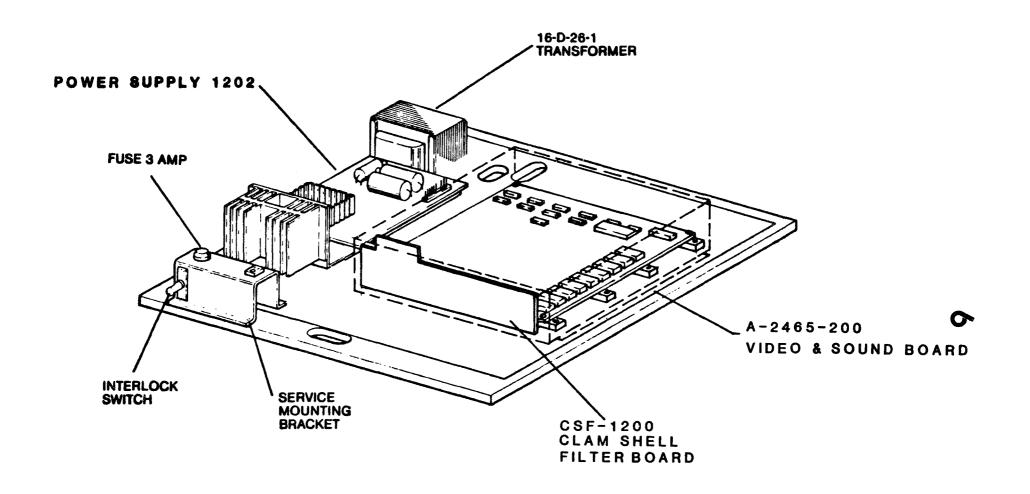


JOY STICK ASSEMBLY C-2286 (4-WAY)

ADDENDUM 23 PARTS LIST FOR JOY STICK ASSEMBLY C-2286 SECTION 1

STERN PART NO.	DESCRIPTION	REFERENCE/ DESIGNATION
4A-457	Top Button	1
17A-104-37	Retaining Ring	2
3A-214	Washer	3
4A-458	Top Plate	4
3A-215	Washer	5
4A-456	Diaphram	6
3A-216	Washer	7
4A-459	Switch Mounting Plate	8
5A-190	Spring	9
4A-460	Switch Actuator	10
4A-449	Plastic Guard Actuator	11, 13, 15, 17
8A-325-1	Moulded Switch	12, 14, 16, 18
31A-844	#6 x 1 Phil. R.H. SEMS	19





COMPONENT BOARD

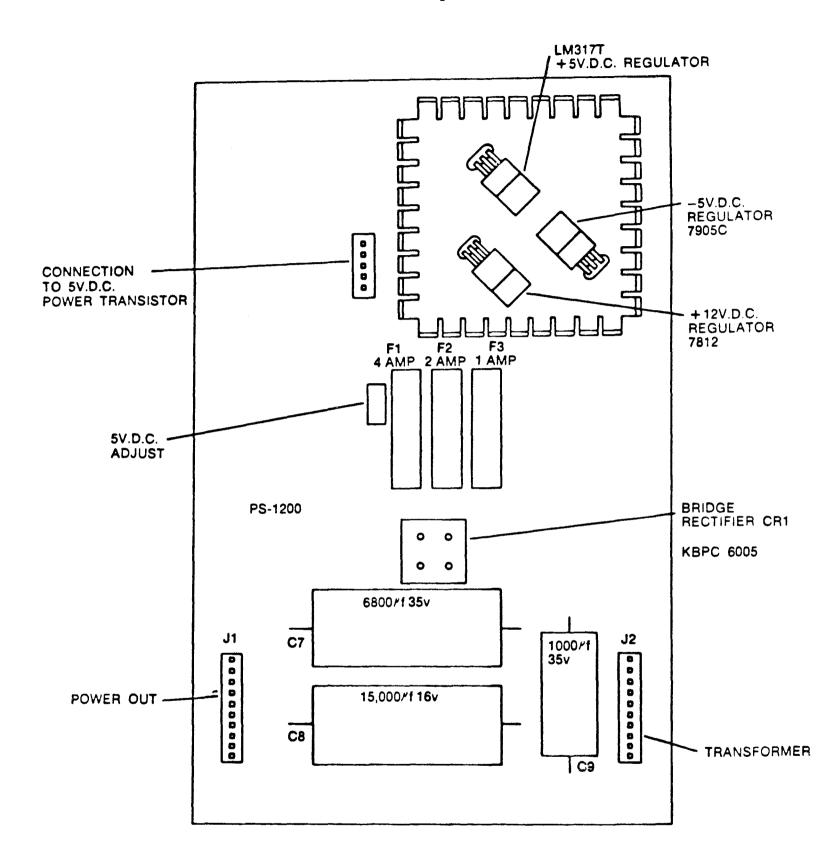
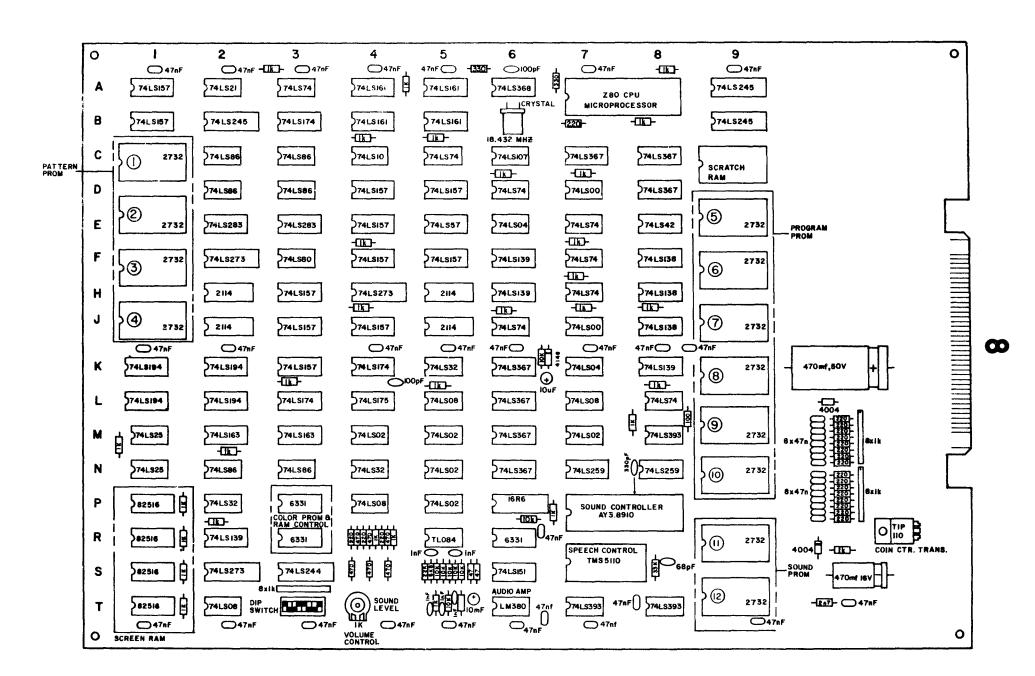
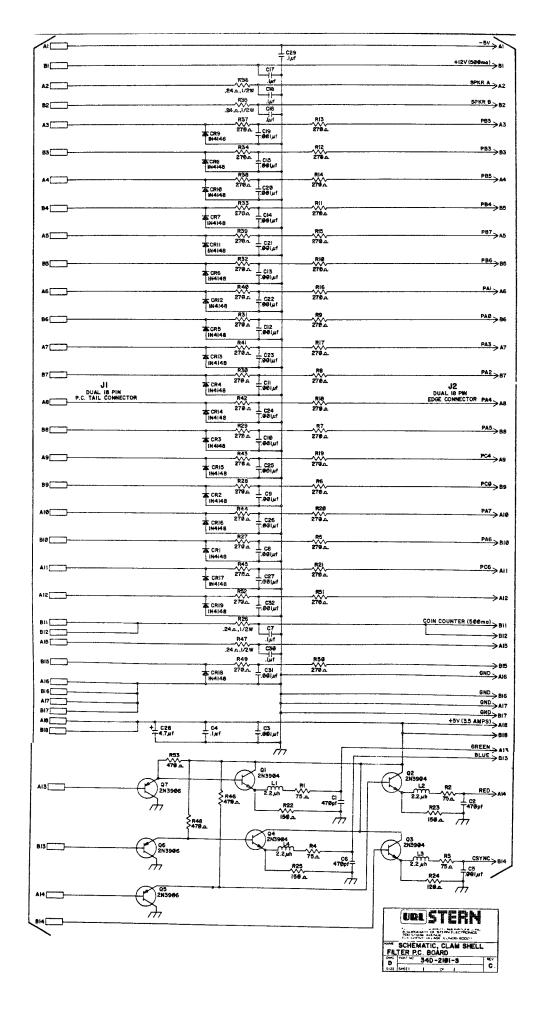
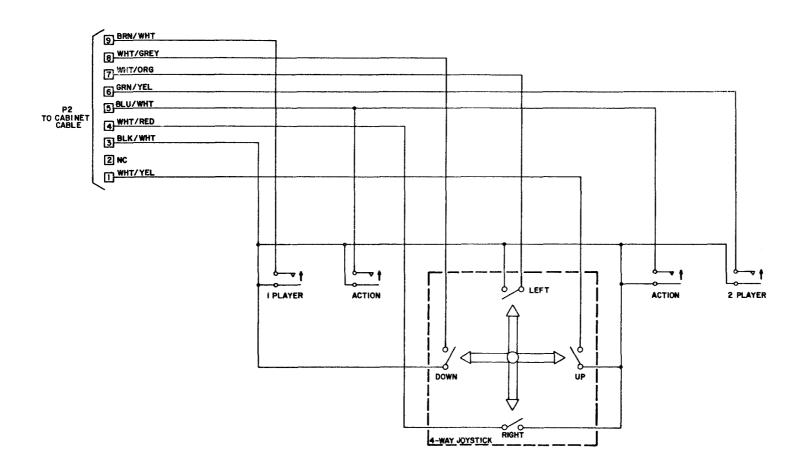


FIGURE 4. POWER SUPPLY BOARD PS-1200



VIDEO and SOUND BOARD





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UNIVERSA, HESFARCH LABURATORIES IN A SERSIDIARY OF STERN ELECTRONICS 7001 CHASE AVENUE ELE GROVE VILLAGE ILLINOIS 500001

WIRING DIAGRAM, BAGMAN CONTROL PANEL

DWG PART NO 34C-2485-WD C SIZE SHEET | OF |